PHANTOM 2040

VIACOM NEWMEDIA

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INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

VIACOM NEWMEDIA

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Setting Up

1. Set up your Super NES as described in its instruction manual.

2. Plug in Controller 1 for one player.

3. Make sure the power switch is OFF. Insert the Phantom 2040 Game Pak into the Super NES.

4. Turn the power switch ON. In a few moments, the Phantom title screen will appear.

5. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the Game Pak is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Game Pak.

Getting Started

From the title screen, use the Control Pad to move the Skull next to the game option you want:

Start Game
To begin, select and press Start. Watch the introductory story or press Start again to play. Press any other button to advance the story screens.

Options
Select this and press the Start button to bring up the Options. You can personalize your game set up by changing the following.

- Start Lives
- Music On/Off

Password
Select this and press the Start button to log in the password and enter the corresponding level. Move the selector to each of the digits and press any button to enter. Then select END.

You will get a password after each chapter. This allows you to re-enter the game at the beginning of that chapter with the same weapons earned up to that point.

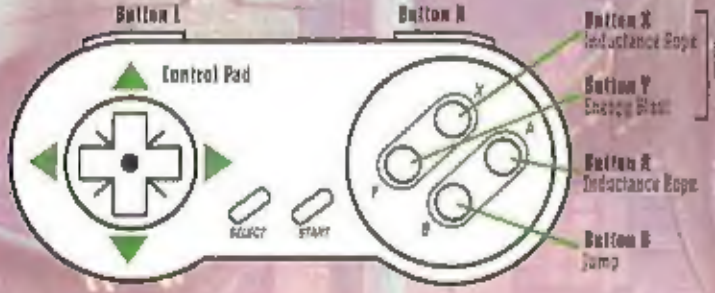
Storyline
Select this to choose the complete story or the story summary.

Game Controls

Below are the default button assignments for the Controller.

Start
- Start game
- Pause

Story Screens
- Press START to skip the story screens.
- Press SELECT to show text faster.
- Press any other button to advance the story to the next screen.



Hint: Fire the Inductance Rope at the top of your jump for maximum reach. Rope will only attach to walls if it is fired from a jump.

Hint: Press Button R to fire 360 degrees.

Hint: Press Button L to hold the weapon in a fixed position.

Phantom Moves

Walk ▶

Run ▶▶

Duck ▼

Jump Down ▼+B

Climb with Rope ◀▲▶▼ + B (and A or X)

Game Screen

Number of Lives

Spirit Bar

Energy Bar

Weapon Y Box

Weapon X Box

The Ghost Jungle

On a break from his studies, Kit Walker explores the Ghost Jungle, deep beneath the city of Metropia, never imagining the secret he's about to uncover!

When I get back to the lair, I'll show this totem to Guran. Hopefully, he will have some idea of what it means...!

Guran inspects the artifact that Kit has brought to him.

Phantom's Lair

Located in the now abandoned Tube Train Station, within the "dead" Sector Zero. Here you'll consult the Map and the Database to plan your next move. Confer with Guran, and receive holographic messages. The Lair is also the main entrance to the Ghost Jungle.

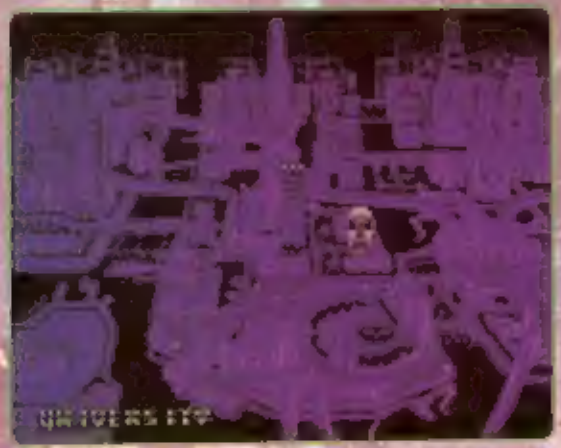
The totem symbolizes a grave threat to all mankind - politics and greed that will lead to the destruction of earth's ecosystem. Something that you, Kit, as the 24th ***Phantom*** are destined to protect against.

The Map

The Map of Metropia is located in the Communications Center of the Lair.

To open the Map in The Lair:
Use the Control Pad to move in front of the left side of Phantom's computer, then press Up.

The Map displays the various places in Metropia. The skull shows the exit from each place back to the Map. Places change throughout the game, so you may want to enter a sector more than once.



To enter a sector of Metropia:

1. Use the Control Pad to move the Skull over the Map.
   Accessible sites are highlighted when the Skull is over them.
2. Click the Start button when the Skull is over the highlighted sector of the site you want to enter.

Some of the Places You Will Go...

Ghost Jungle Originating from the 2029 Toxic Waste Train Disaster, the Ghost Jungle spreads across thousands of square miles of underground tunnels, abandoned buildings, and parkways. Capable of sustaining a complex system of unique plant life and animals.

Phantom's Lair Headquarters of the 24th Phantom in the heart of the Ghost Jungle houses the Database and the Map. Hidden entrances and tunnels access secret exits throughout Metropia. Phantom's Throne and Council Fire mark the main entrance.

Maximum, Inc. World's largest corporation, controlled by Rebecca Madison. Main goal – to create the MAXIMUM ERA, a new world order dominated by the Madison family.

Metropia University The Eco-Science Department is dedicated to the study and preservation of the environment. State-of-the-art research lab is headed by Professor Jack Archer, friend and advisor of Kit Walker, Jr.

Space Port Central port-of-call for spacecrafts. Catch the next shuttle to the Orbital Colonies, if you dare!

Wildlife Memorial Under construction. Exhibits extinct animals linked to the Earth's past.

Battleship Factory Owned by Maximum, Inc. Currently manufacturing a battleship designed to protect the city of Metropia from terrorists.

Warehouse and Docks Once prosperous, this district is now completely abandoned – except for Bimes Industries' warehouse. Nobody knows what is stored here!

Biot Factory Besides housing a mega-ton warhead, this plant manufactures the complete line of Biological Optic Transputer Systems (BIOTS) for Maximum, Inc.

Industrial Sector City's center of energy. The square miles of pipes and machinery generate the enormous amounts of power consumed by Maximum, Inc. and its factories.

Tube Train Station Leads to an incredible web of transport tunnels throughout Metropia, built by Maximum, Inc.'s legion of BIOTS.

Hint: Destroying Switch Terminals opens doors. The number on the terminal matches the door it opens.

The Inventory

Available at any time, the Inventory holds the Phantom's personal collection of weapons and items. The Smart Gun and Inductance Rope are available when you start. Throughout the game, you collect additional weapons and items that can be assigned to Buttons X and Y.

To select a Weapon:

1. Press Start to open the Inventory.
2. Using the Control Pad, move the Selector to choose your weapon. Available weapons are highlighted.
3. Press Button X or Y to assign the selected weapon.

Weapons

Punch Destroy enemies with fists, sliding kicks and other powerful physical attacks. Special moves include:

Kick ▼

Slide ▶▶

Smart Guns and Ammunition:

Energy Blast Powerful, enemy eliminating burst

Breaker Attaches to enemy and explodes

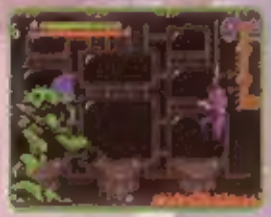
Homing Missile Heat seeking missiles that track and destroy enemies

Boomerang Takes down enemy or returns to Phantom. Travel length determined by how long fire button is held.

Devastator More powerful blast bursts across the screen by holding down fire button and then releasing.

Spread Shoots energy particles in all directions when the fire button is released.

Hint: Try different weapon combinations. You never know what powers you will discover.



Inductance Rope Magnetic rope to scale walls, swing, etc. Phantom can pull himself above enemies while firing, kicking or punching. Rope also stuns enemies.

Wave Gun Lands punches when distant from enemy

Hand Pellets Phantom drops these in front of or behind himself.

Explosive Pellet Lays dormant for two seconds, or until an enemy makes contact, then detonates.

Flash Pellet Light flash confuses enemies.

Super Explosive Pellet Lays dormant for two seconds, or until an enemy makes contact, then shoots flames in all directions.

Fire Retardant Pellet Extinguishes flames.

Hint: Putting out fires is a great way to earn power ups!

Power-Ups

Rope Lengthens the Inductance Rope.

Weapon Raises weapons to the next level of power.

Energy Cells Replenish the Energy Bar.

Energy Kid Kit Save and use to refill the Energy Bar.

Energy Length Increases size of the Energy Bar.

Skulls Replenish the Spirit Bar.

First Aid Kit Save and use to refill the Spirit Bar.

Spirit Length Increases size of the Spirit Bar.

Phantom Head Extra life.

Phantom's Powers

Invisibility Blends Phantom with his surroundings.

Armor Energy field power up repels bullet and laser attacks.

Shadow Panther Leaps from enemy to enemy, destroying all.

The Items

Items will provide important information or give you access to specific sectors of the city. When you receive an item, it is automatically registered in the Inventory.

To view Item Screen:

1. Press Start.
2. Move the Selector to the arrow at the bottom right.
3. Press the A, B, X or Y Button to view the Items.

The Phantom's Database

Provides vast amount of facts and figures. The Database accesses background information on people and places the Phantom encounters.

To Open the Database:
Using the Control Pad, move in front of the right side of the Phantom's computer, then press Up.

To get information on a person or place:
Move the skull cursor to a selection and press the A, B, X or Y Button. To return to the Lair, press Start.

Some of the People You Will Meet...

Kit Walker *Alias, The Phantom*
Student at Metropia University. Kit is the 24th Phantom in an unbroken father-to-son line tracing back to Africa. With Guran's assistance, Kit learns the skills and weapons born of the jungle and passed down through the generations.

Jack Archer *Ally*
Professor of Eco-Sciences at Metropia University, advisor and friend to Kit Walker. Works with a team of highly skilled lab assistants. Recently involved in a top secret research project: Project Description Beknaton.

Guran *Ally*
Mentor to Kit Walker. Holds mysterious bond with the Shadow Panther. Wise to the dangers of Metropia, he utilizes the Ghost Jungle as a hidden refuge and link to the primeval jungles of Africa.

Rebecca Madison *Enemy*
Head of Maximum, Inc., world's largest corporation. Evil, intelligent, dedicated to world-wide domination. Driven by revenge, she holds the previous Phantom responsible for the death of her husband, Maxwell Madison Sr., sixteen years earlier. She will do anything to bring him back to life... even if it destroys Metropia!

Graft *Enemy*
Chief of Maximum, Inc.'s Security. More machine than man, he submits to Rebecca Madison's orders in fear she will cut off his life support system. He commands different combat configurations to battle the Phantom.

Maxwell Madison Jr. *Enemy*
Vice President of Special Projects at Maximum, Inc. Son of Rebecca Madison. Brilliant and independent, his personal desire to eliminate the Phantom endangers his mother's master plan with his crude operations. Controls battles with biot weaponry, such as the Legion Biot, from remote locations through a self-designed Virtual Reality system.

Maxwell Madison Sr. *Enemy*
Deceased husband to Rebecca Madison. Original head of Maximum, Inc. Devised a plan to reshape Earth's biosphere and rule the world. Obsession with ridding himself of the 23rd Phantom led to his death sixteen years ago. Brainwaves stored in Maximum, Inc. computer. Rebecca plots to bring him back to life.

Sean One *Enemy*
Nine feet tall, lanky and pale, he was the first man born in space. Leader of the FREE CRAFTERS, a political movement among the people in space demanding independence from Earth. Involved in international crime, smuggling, and high jacking.

Tracker *Enemy*
Skilled and experienced hunter. Often stalks the elusive Shadow Panther in the Ghost Jungle. A top ecologist, he exploits the increasingly endangered nature on Earth.

Mars *Enemy*
Ex-military leader, active in the Resource Wars. A loose cannon ready to explode, the wars took his family and left him with little rationality. Commands a group of loyal mercenaries.

Mr. Cairo *Neutral*
Trader, dealer in stolen information, suspected organized crime boss. Driven by profit, he'll sell to the highest bidder.

Alex Sapien *Neutral*
Leader of the Humans 4 Humans. A scientist who was once involved with research for Maximum, Inc. until he found out that Rebecca plans to replace more than half of the work force of Metropia with biots. Now he is on a crusade to stop Maximum, Inc. and its biot factories.

Dr. Jak *Neutral*
Roving video reporter. Vision implants keep him one step ahead of media competition by instantaneously uploading news as it happens. Commentary is often slanted and opinionated, particularly in his coverage of the Phantom.

METROPIA IS A GIANT CITY, PHANTOM, WITH EVIL BLOOD PULSING FROM ITS HEART! YOU WILL VISIT MANY PLACES HERE IN YOUR SEARCH FOR JUSTICE! IT WON'T BE EASY...
...BUT ONLY YOU CAN SAVE THE WORLD FROM DESTRUCTION. IN THIS DANGEROUS TIME,
SOMEONE HAS TO CARE!
PHANTOM
2040

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For additional help, please contact us Monday through Friday between the hours of 7 AM and 8 PM, Mountain Standard Time at:

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